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responds to player input from a plurality of user stations located at the seats of the theatre. Preferably, the method includes providing public access to user stations at a plurality of seats in the theatre, accepting and validating identification from users at the user stations to allow them to engage as players in computer game play, initiating the game play when motion pictures are not being displayed, accepting input provided by the players via the user stations, aggregating the input to create game images, displaying the game images, and terminating the game and subsequently displaying a motion picture. Most preferably, the method also includes the step of debiting the user identification in an amount charged as payment to engage in the computer game, for example by means of a smart card, credit card or debit card.

According to yet another aspect of the present invention, there is provided an entertainment facility, comprising a theatre having a projection screen and a plurality of seats arranged in rows facing the screen, a projector for showing motion pictures on the screen, a computer, game software executed by the computer, a plurality of user stations, each having communication means and also interface means for receiving user input, and means connected to a computer for displaying video images created by the computer in response to the user input.

In the Claims

Please add claims 15 - 22 shown below:

sub #1

15. A method of operating a commercial theatre having a screen on which motion pictures can be displayed, said method comprising the steps of:

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- (a) providing public access to user stations at a plurality of seats in said theatre;
 - (b) accepting and validating identification from users at said user stations, allowing said users to engage as players in computer game play;
 - (c) initiating said game play when said screen is not being used to display a motion picture;
 - (d) accepting input provided by said players via said user stations;

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- (e) aggregating said input to create game images;
- (f) displaying said game images; and
- (g) terminating said game play before said screen is to be used to display a motion picture.

16. The method of claim 15 wherein said game images are displayed on said screen.

17. The method of claim 16, further comprising the step of debiting such user identification in an amount required as payment to engage in said game play.

18. The method of claim 17 wherein said identification is a smart card, a credit card, or a debit card.

19. An entertainment facility, comprising:

a theatre, having a projection screen and a plurality of seats arranged in rows facing said projection screen;
a projector for showing motion pictures on said projection screen;
a computer;
game software executed by said computer;
a plurality of user stations, each having communication means, and also having interface means for receiving user input; and
means connected to said computer for displaying video images on said screen created by said computer in response to said user input.

20. A method of operating a commercial theatre having a plurality of seats comprising the steps of:

at some times displaying a motion picture upon a screen in said theatre after admitting members of the public to view said motion picture upon payment of an admission fee; and

at other times, operating computer game software that displays images on a screen in said theatre, the images being created by a computer that responds to player input from a plurality of user stations located at said seats.

21. The method of claim 20 wherein members of the public are allowed to engage as players in said computer game at said user stations after having an identification accepted and validated.